

BATTLE CHESS

REFERENCE CARD for IBM/Tandy & 100% compatibles

GETTING STARTED

Battle Chess will run on an IBM/Tandy and 100% compatibles. You need at least 512K to play. Before you begin, make a backup of your Battle Chess disks. (Refer to your DOS User's Manual for instructions on how to make backups.) Make sure you only play with your backup disks. For maximum video quality, use an RGB monitor.

LOADING INSTRUCTIONS FOR FLOPPY DISK

1. Boot your computer with DOS. If you have a mouse or joystick, make sure it is connected.
2. Insert your Battle Chess **START UP DISK**, and type **CHESS <Enter>**.
3. The game will automatically choose the best graphics mode your system has to offer. If you are using a composite monitor with a CGA, type **Chess /COMP <Enter>**. Also, if you are using a modem, and it is connected to COM2: type **Chess /COM2 <Enter>**. If you have both, use **Chess /COM2 /COMP**.
4. The title screen will appear as the game loads. Press any key to get past the title page. Pressing the **<F1>** key will bring up any changes or revisions made to the program. After several seconds, a window will come up, asking for a specific move from one of the twenty games listed in Appendix A of the Battle Chess manual. Find the proper game and type in the correct move, either Black's or White's, exactly as printed, and then press the **<Enter>** key. For example, if prompted for Black's move #17 in Bird—Morphy, London 1858, you would type **"RxBP!!"** (without the quotes) and then press the **<Enter>** key. The game will finish loading after you correctly type the move.

INSTALLING BATTLE CHESS ON A HARD DISK

If your hard disk is drive C, type **A:install C:**. This will create a directory called **Chess** and it will copy all the game files to the hard disk. **NOTE:** If your hard drive is not drive C:, then replace C: with the correct drive letter. (i.e. **A:install D:**)

LOADING INSTRUCTIONS FOR HARD DISK

1. Type **CD \CHESS <Enter>**.
2. Type **CHESS <Enter>**.
3. Refer to step 3 in **LOADING INSTRUCTIONS FOR FLOPPY DISK**.

NOTE: Mouse and joystick operations are the same.

MOVEMENT

Using Keyboard To move your chess pieces, use the arrows to position the flashing square over the piece you want to move, then press <Enter> to select it. Select the desired destination square by using the arrows and press <Enter>. (You will notice that legal moves are flashing blue squares and illegal ones are flashing green.) You can also move the flashing square by using Chess Notation. For example, to move the Knight you would type **B1<Enter>C3<Enter>**.

Using Mouse To move your chess pieces, use the mouse to position the flashing square over the piece you want to move, then press the left button to select it. Select the desired destination square by using the mouse then press the left button. (You will notice that legal moves are flashing blue squares and illegal ones are flashing green.)

BATTLE CHESS MENUS

Using Keyboard Press the <F1> key to bring up the menus. Use the arrows to switch between the menus and highlight an option. Press the <Enter> key to select it. Press the <Esc> key to exit without selecting.

Using Mouse Press the right mouse button to bring up the menus. Keep holding the right mouse button down as you move the pointer over menu titles and the appropriate options will appear. Move the pointer down to the option you desire and when the option highlights, release your hold on the right mouse button. The four menus contain the following options:

DISK: Load Game, Save Game, New Game, Set Up Board, Quit

MOVE: Force Move, Take Back, Replay, Suggest Move

SETTINGS: Sound On/Off, 3-D Board, 2-D Board, Human Plays Red, IBM Plays Red,
Modem Plays Red, Human Plays Blue, IBM Plays Blue, Modem Plays Blue

LEVEL: Novice, Level 1-9, Set Time

MENU OPTIONS EXPLAINED

LOAD GAME: If you've saved a game before, this option recalls the game and picks up where you left off. After selecting Load Game, the Load window will then appear.

displaying a list of your saved games. Select the game you wish to load by double-clicking with the mouse or using the arrow keys and pressing the <Enter> key if you don't have a mouse. The game will be loaded with its saved settings.

SAVE GAME: Pick this option if you want to save a game to disk while the game is in progress. After Battle Chess asks you to insert your save disk, the Save window will appear. Choose a slot with mouse or arrow keys, type a name for the game you wish to save, and then press the <Enter> key.

NEW GAME: This option lets you start a new game at any time. If the game you're playing is looking too grim, you can give up on it and start over with this option. This is very useful if you can't stand the thought of losing to a computer chip.

SET UP BOARD: This option lets you set up games for testing strategies or for playing classic chess problems. Set Up is performed on a 2-dimensional chess board with the additional chess pieces arranged vertically on each side of the board. Any of the pieces can be selected and moved into any position by clicking on them with the mouse. **Keyboard users:** To select a piece on the side of the chess board, press the <F3> key, then using the arrows choose a specific piece, and press the <Enter> key. This will return your chosen piece to the chess board. From Set Up, you have three additional menu options:

CLEAR BOARD: Removes all pieces from the board.

RESTORE BOARD: While remaining in Set Up, this aborts any changes you've made.

DONE: Returns you to normal playing mode so you can play the game you've set up.

QUIT: You've had enough. Exit to DOS Workbench.

FORCE MOVE: If you get impatient while waiting for Battle Chess to make its move, you can force it to move with this option. This interrupts the computer's thinking process and makes it take the best move that it has thought of so far (this command is not instantaneous).

TAKE BACK: This option will take back the last move made by either side. You can take back as many moves as you want, back to the first move you made.

REPLAY: Let's say you've just taken back a move, then decided it wasn't such a bad move after all. Just select Replay to put the piece back where it was.

SUGGEST MOVE: Want a hint for your next possible move? The Suggest Move option will give you that hint. Flashing highlights will appear on a square occupied by one of your pieces and the suggested destination square (this command is not instantaneous).

LEVELS: Levels Novice through 9 are available. Novice is the easiest, and 9 is the hardest.

THINKING TIME PER LEVEL

<u>Level</u>	<u>Avg. Thinking Time Per Move</u>	<u>Level</u>	<u>Avg. Thinking Time Per Move</u>
Novice	Special	5	1 minute, 20 seconds
1	5 seconds	6	2 minutes, 40 seconds
2	10 seconds	7	5 minutes, 20 seconds
3	20 seconds	8	10 minutes, 40 seconds
4	40 seconds	9	21 minutes, 20 seconds

The longer Battle Chess thinks, the more carefully planned its moves will be, and the better game it will play. Under the Novice level, Battle Chess only does one simplistic board evaluation. Remember, if it's taking too long, you can always override the thinking time by using the **FORCE MOVE** option.

ENTER LEVEL: This lets you change Battle Chess' average thinking time to any amount you want, from 1 minute to 10,000 minutes. A window will appear after you pick this option. Type a number measured in minutes and press the **<Enter>** key, and Battle Chess will take approximately that long to think per move.

SHORTCUT KEYS

If you don't want to use the mouse to select the menus, certain shortcut keys are available in combination with the **ALT** key. They are as follows:

ALT F Force Move

ALT M Suggest Move

ALT T Take Back

ALT S Toggle Sound on/off

ALT R Replay

CHECK

When your King is in check, the mouse pointer will change to a "check" icon and box will pop up to alert you. It will change back to the normal pointer when the King escapes check.

PAWN PROMOTION

When a pawn reaches the eighth rank, a window will appear in the center of the screen. This window contains four pieces; you can change the pawn into any of them. Choose the promotion by clicking on it with the left mouse button or using the left/right arrow keys.

CASTLING

If it's legal to do so (as discussed in the manual), you may castle by moving your King two spaces to his destination square. The rook will know what to do on its own.

PLAYING BATTLE CHESS BY MODEM

You can play Battle Chess against a distant opponent if each of you has a Hayes-compatible modem hooked up to your IBM. If your modem is properly connected, as shown in your modem manual, there are 3 steps to start playing over the modem with Battle Chess.

1. Arrange with your opponent who will play Red and who will play Blue. After you've agreed, both of you should load Battle Chess and set your opponent's color with the "Modem Plays Blue" or "Modem Plays Red" menu option. Hang up the phone on both ends before continuing.
2. One player must set his modem to auto-answer mode. You can do this by pressing the <F2> key then typing ATSD=1 and pressing the <Enter> key. (That's a zero, not the letter "O".)
3. The other player must call the player whose modem is set to auto-answer. To dial a number press the <F2> key then type ATD 555-1212, substituting the correct phone number, and press the <Enter> key. You can use any phone number with the ATD command, including area codes.

Your modem will pick up the phone and dial the number, and if all goes well, it'll then connect with the modem on the receiving end. If you get this far, you're set; you can start your chess game. When you move a piece, that move will happen on your opponent's end as well as yours. Note that after the two players are connected, the menu options NEW GAME, SET UP GAME, and LOAD GAME will send an entire new chess board to both sides, discarding the current game.

When you set one player to Modem you can send text to your modem or opponent by pressing the <F2> key. This will bring up a dialogue box in which you can enter a line of text. The window will disappear and the line of text will be sent. This is the way you control your modem in Battle Chess, using the modem's AT commands, and it is also the way you send messages to your opponent once you are connected. Press the <F2> key then type one line and press the <Enter> key. A window will pop up on your opponent's screen with your message. After he or she dismisses the window, the game can continue. You can receive these messages at any time except when a window is open on your screen. If you type modem commands in this way, the modems will act on them. See your modem manual for details on AT commands.

There are two steps to break the connection and hang up the phone. First press the <F2> key then type +++ (three plus signs), press Return, and wait a moment. This will get your modem's attention. Then press the <F2> key and type **ATH** to tell your modem to hang up. This will close the connection between the two players.

Battle Chess communicates at 300 baud with 8 bits and no parity.

PLAYING BATTLE CHESS WITH SERIAL CABLES

If you and an opponent have two IBM computers, you may play with one person at each IBM. Hook up a null modem cable between the IBM's serial ports. Then one person should pick "Modem Plays Red" and the other, "Modem Plays Blue". You can proceed to play as if you were connected by modem. The only difference is that you never need to type any dialing commands.

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